Image: Assurbanipal no carro da vitória, Mesopotamia
Sumerian Artwork, 668-626 a.C.

The Human Experience

CHOOSE UR TERRA TRAVEL CLASS

EXTRA CLASS

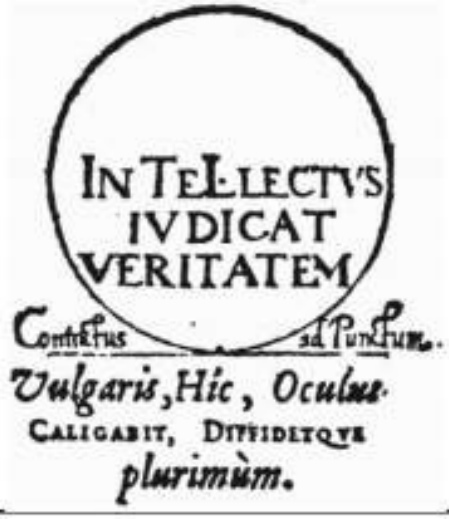
An Easy
Safe & Secure
Tourist Trip

to endure someone else version of reality.

EXPLORER CLASS

A Painful
Exhilarating
Adventure Journey

to change the planet & take reality to a new level.



IMPORTANT NOTICE REGARDING TRIP CLASS:

VISA RESTRICTIONS FOR TERRA:

• Saurian Extra-Packaged-Trips visitors do not qualify for TerraVisa on arrival (Type-A). They need to apply for a Type-B Permit in advance.

CHANGING TRIP CLASS DURING THE TRIP:

• Visitors with a Type-B permit & illegal immigrants, must clean Dunia-Organic-Karma before obtaining a Type-A TerraVisa.

• Source Trips are granted TerraVisa Type-A on arrival: while maintaining this Planetary Surface Visa is a constant work, being expatriated to Subno-Worlds takes an instant.

For more information regarding Trip Classes, see *Small letter & other considerations.*

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EXTRA CLASS

The Easy, Safe & Secure Tourist Trip

SHORT TRIP

run by Saurian Agencies

THE CHALLENGE

EXTRAS & SPECTATORS

Volunteers for Darkness

SAFETY & COMFORT !

— Short Selection Process —

No Waiting List

No Training

Choose to OBEY.

CONSUMERS: Consuming Old Cycle

Hay que ir con la corriente del status quo aunque sea anti-natura.

Please Note: Ir contra Natura es auto-destructivo.

EXPLORER CLASS

A Dangerous, Uncomfortable Adventure

LONG JOURNEY

run by Source Creators

THE SOLUTION

MAIN CHARACTER

Light Mother & Dark Father

ADVENTURE & EXPANSION !

— Long Selection Process —

Universal Waiting List

Training Required

Choose to ★REBEL !

CREATORS: Creating New Cycle

Cuando el status quo va contra Natura hay que ir contra corriente

- SAURIAN TRIP -

THE 10 COMMANDMENTS

Of The Civilised Extra

1. YOU WILL LOVE THE GOD YOU ARE TOLD ABOUT ALL THINGS.
2. YOU WILL ADDRESS AUTHORITY WITH SUBMISSION AND RESPECT.
3. YOU WILL CELEBRATE WHAT YOU ARE BEING TOLD.
4. YOU WILL HONOR YOUR SUPERIORS.
5. YOU WILL NOT KILL, UNLESS THEY TALK TO ANOTHER INVISIBLE MAN.
6. YOU WILL NOT COMMIT FREE ACTS.
7. YOU WILL NOT STEAL, IF IT IS NOT ON A GLOBAL SCALE.
8. YOU WILL NOT QUESTION TESTIMONY OR LIES.
9. YOU WILL NOT CONSENT TO INDEPENDENT THOUGHTS OR DESIRES.
10. YOU WILL DESIRE OTHER'S PROPERTIES TO SUPPORT THE SYSTEM.

THE 7 VIRTUES *Of The Super Extra*

How to remain rigidly close-minded in an ever-awakening, consciousness-shifting, progressively-evolving world… Blindly obey to stay safe & still.

1. DOGMA, 2. APATHY, 3. SQUARENESS, 4. ENCLOSING, 5. DISCONNECTION, 6. OBEDIENCE, 7. SELF-RIGHTEOUSNESS

The 7 Virtues: http://fractalenlightenment.com/36060/life/seven-ways-to-remain-rigidly-close-minded

- SOURCE TRIP -

THE 10 COMMANDMENTS

Of The Independent Explorer

World Human

1. YOU WILL LOVE ABOVE ALL THINGS.

2. YOU WILL WORSHIP THE CREATION OF WHICH YOU ARE PART.

3. YOU WILL FIND YOUR OWN ANSWERS.

4. YOU WILL HONOR YOUR SPECIES.

5. YOU WILL TREAT OTHERS AS YOU WANT TO BE TREATED.

6. YOU WILL LEARN FROM MIRRORS.

7. YOU WILL BE FAITHFUL TO YOUR PURPOSE.

8. YOU WILL CULTIVATE YOUR PASSION.

9. YOU WILL SEEK INSPIRATION.

10. YOU WILL CREATE.

THE 7 VIRTUES *Of The Light Hero*

las que no te mandan a la carcel de frecuencia,
porque no son negative vibrations self-destructive.

1.CORE, 2. EMPATHY, 3. ROUNDNESS, 4. OPENNESS,
5. CONNEXION, 6. QUESTIONING, 7. HUMOR

order |

ˈɔːdə|

noun

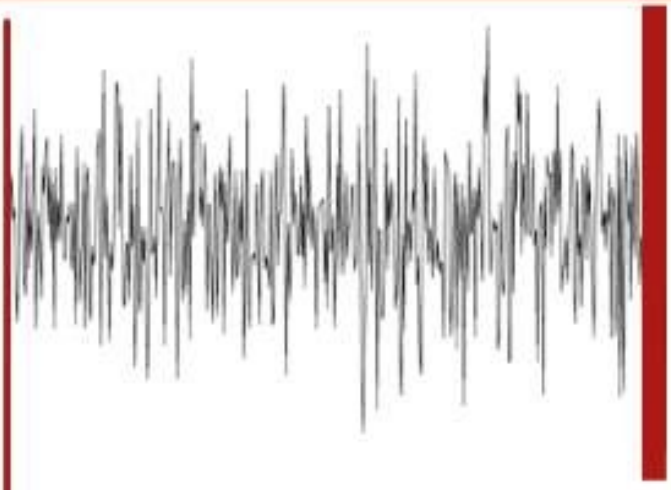
1 state in which the laws and rules regulating public behaviour are observed and authority is obeyed: *the army was deployed to keep order.*

- a stated form of liturgical service, or of administration of a rite, prescribed by ecclesiastical authority.

2 an authoritative command or instruction: he was not going to take orders from a mere administrator | [with infinitive] : the skipper gave the order to abandon ship.

3 a particular social, political, or economic system: *they were dedicated to overthrowing the established order.*
• (often **orders**) a social class: *the upper social orders.*

Wave of a noise



OBEY & REPLICATE

Synthetic Matrix World

LAW & ORDER

The pacificators from Saurian Industries

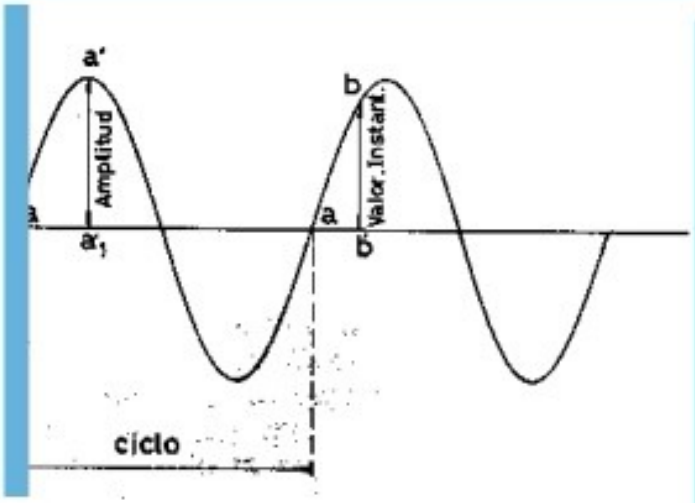
Slave work: Personal values and boundaries are determined by job wages.

Order of authority keepers
A world of orders: optional to life
Player can choose this:
the given commands decided by some.
It is up to humanity to decide what commands to follow, and to raise to the occasion when necessary.

Very often a creative career is more defined for the work that was refused to do than for the one that was done.

We all live in the same world but don't live in the same frequency.

IRREGULAR Vibrations



LEARN & CREATE

Natural Matrix World

NATURAL ORDER

The Peace inspirers from Source Creation

Heroic work: Personal values and boundaries determine job choices.

Order of authority changers
The order of things: inherent to life
Player can NOT choose this:
the processes that if altered cause chaos.
It is not up to Humanity to decide, but to flow with it.

There is a natural order & chaos process inherent to Creation. Only Source Creation is in charge of that, from outside the Game.

Light & Chaos bringers *("Angels and Demons") are inside the Game, not outside. This means you will always have the power to overcome them.*
Every problem presented to you, have an achievable solution. However this solution is never at the same level of the problem.

order |

ˈɔːdə|

noun

1 [mass noun] the arrangement or disposition of people or things in relation to each other according to a particular sequence, pattern, or method: *I filed the cards in alphabetical order.*

- a state in which everything is in its correct or appropriate place: *she tried to put her shattered thoughts into some semblance of order.*

5 [in sing.] the quality or nature of something: *poetry* ***of*** *the highest* ***order.***

9 Mathematics the degree of complexity of an equation, expression, etc., as denoted by an ordinal number.

Wave of a sound